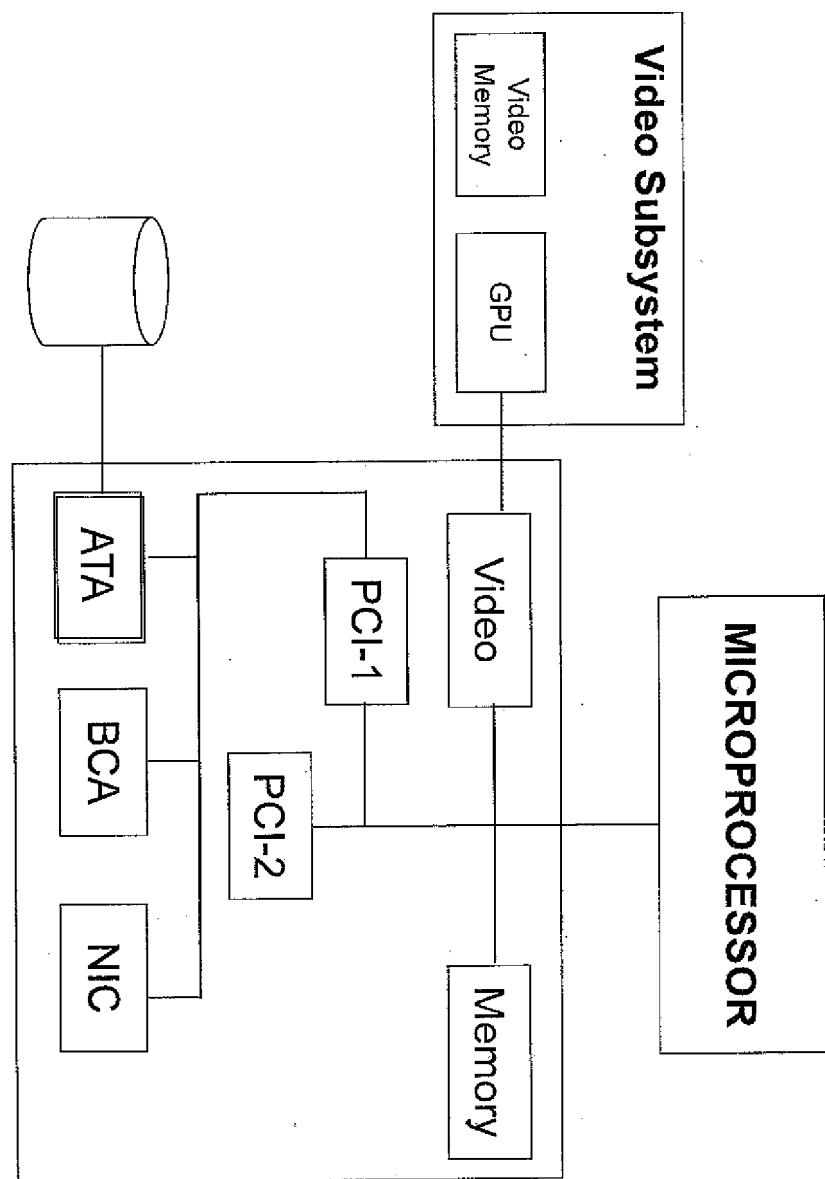
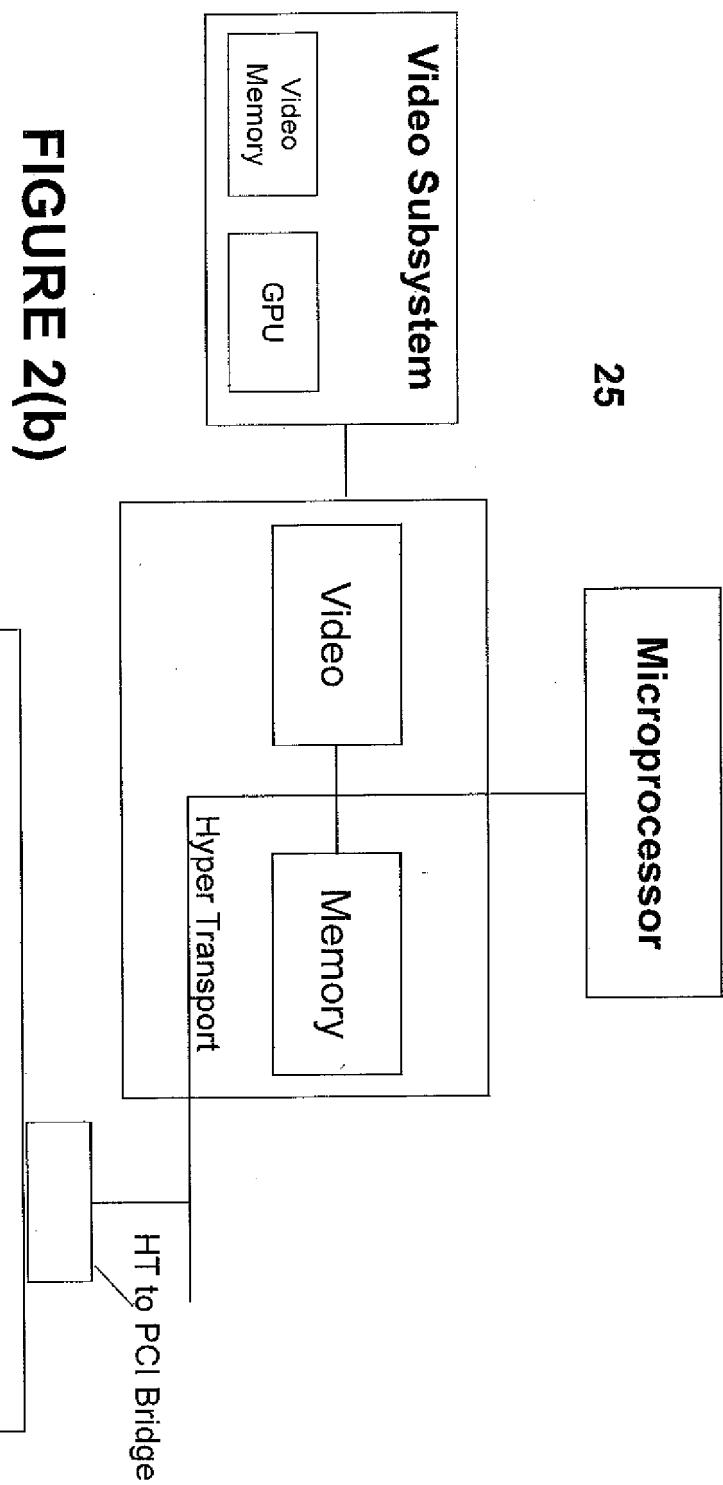
**FIGURE 1**

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**FIGURE 2(a)**



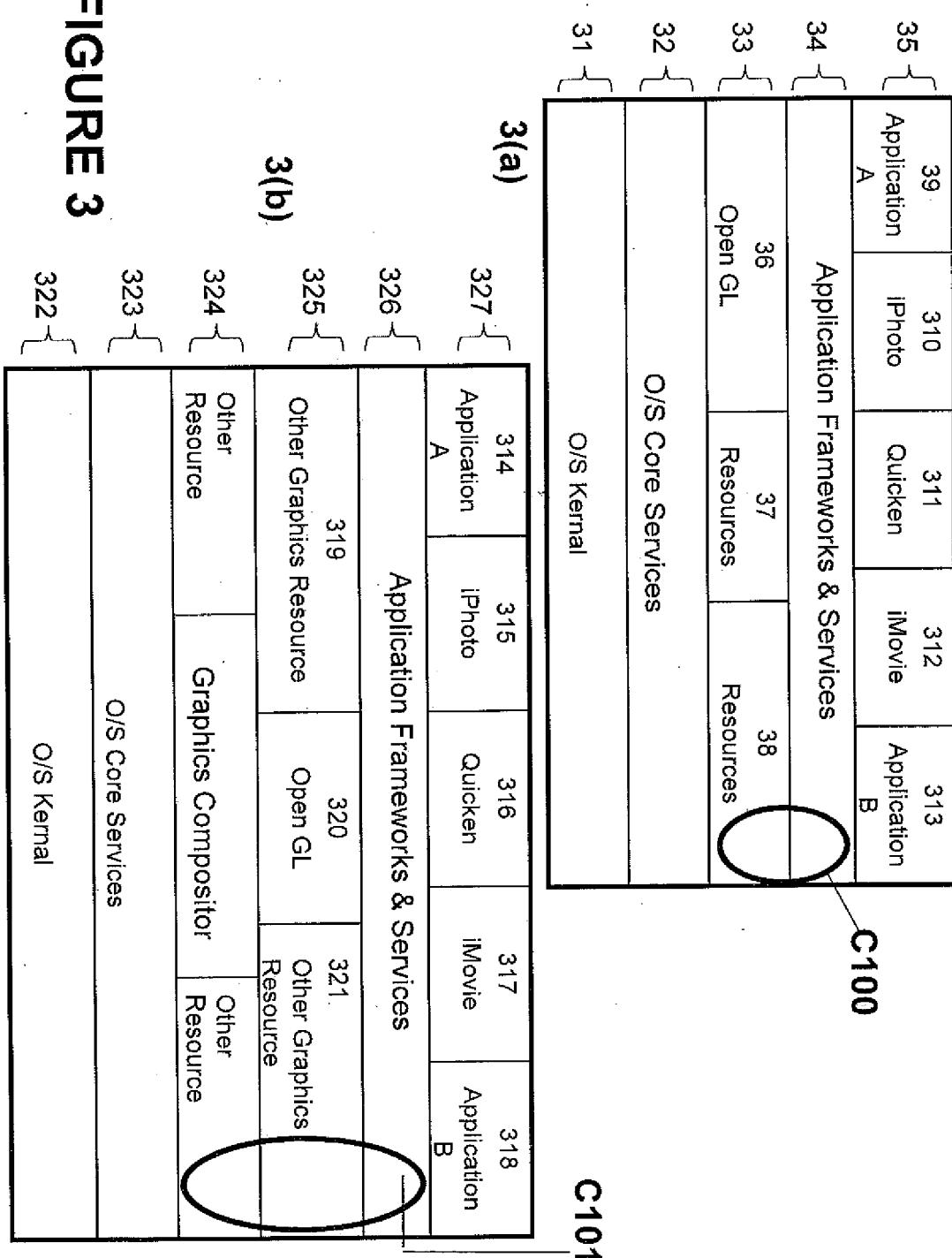
**FIGURE 3**

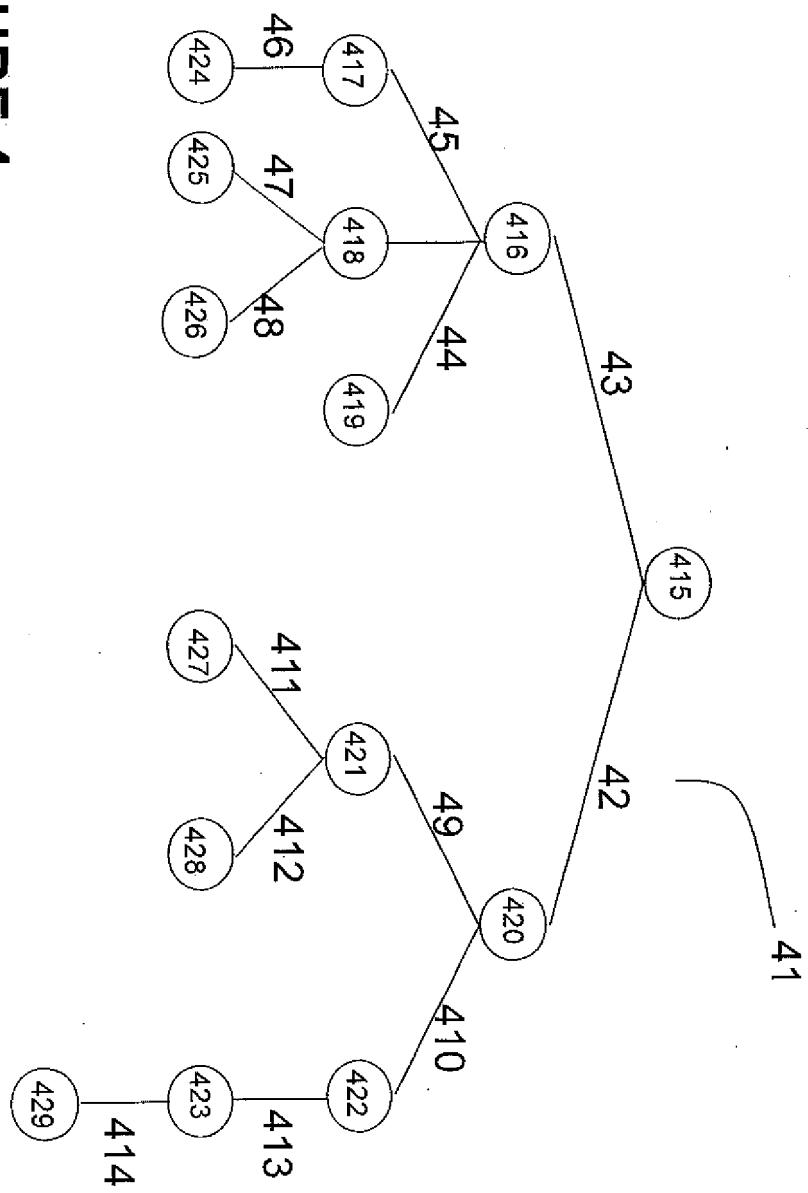
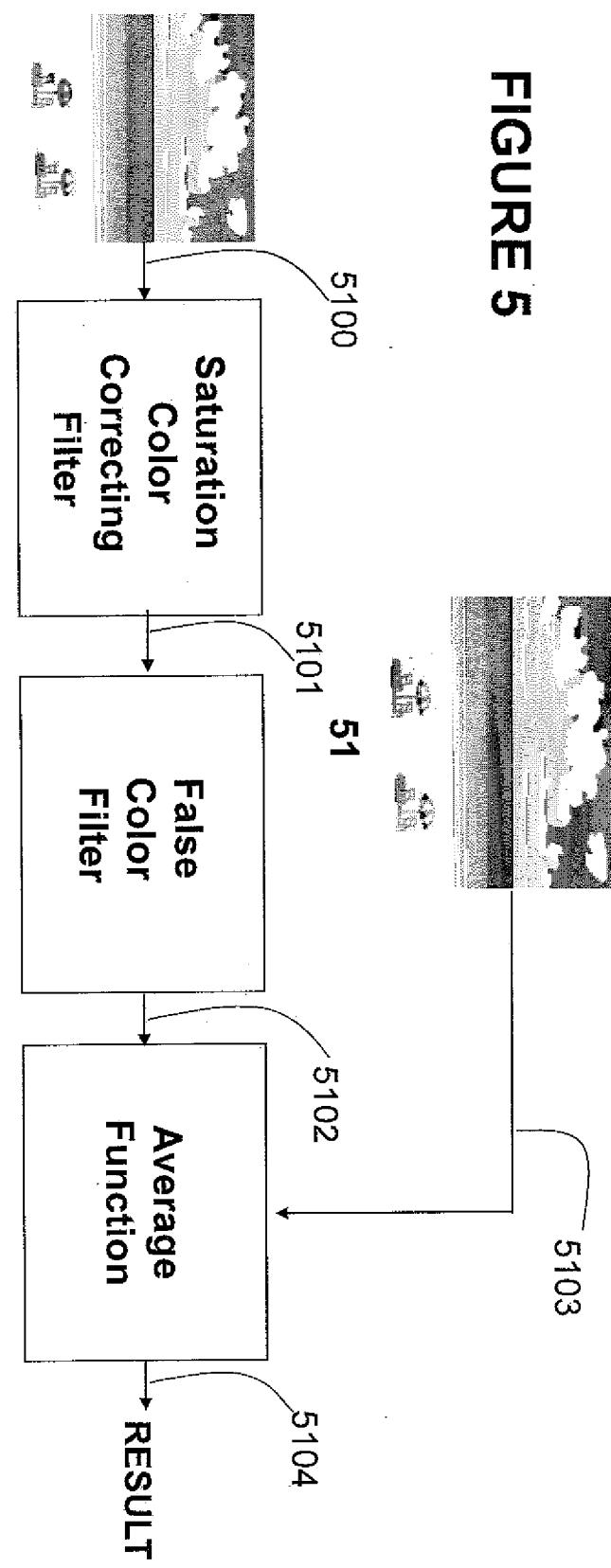
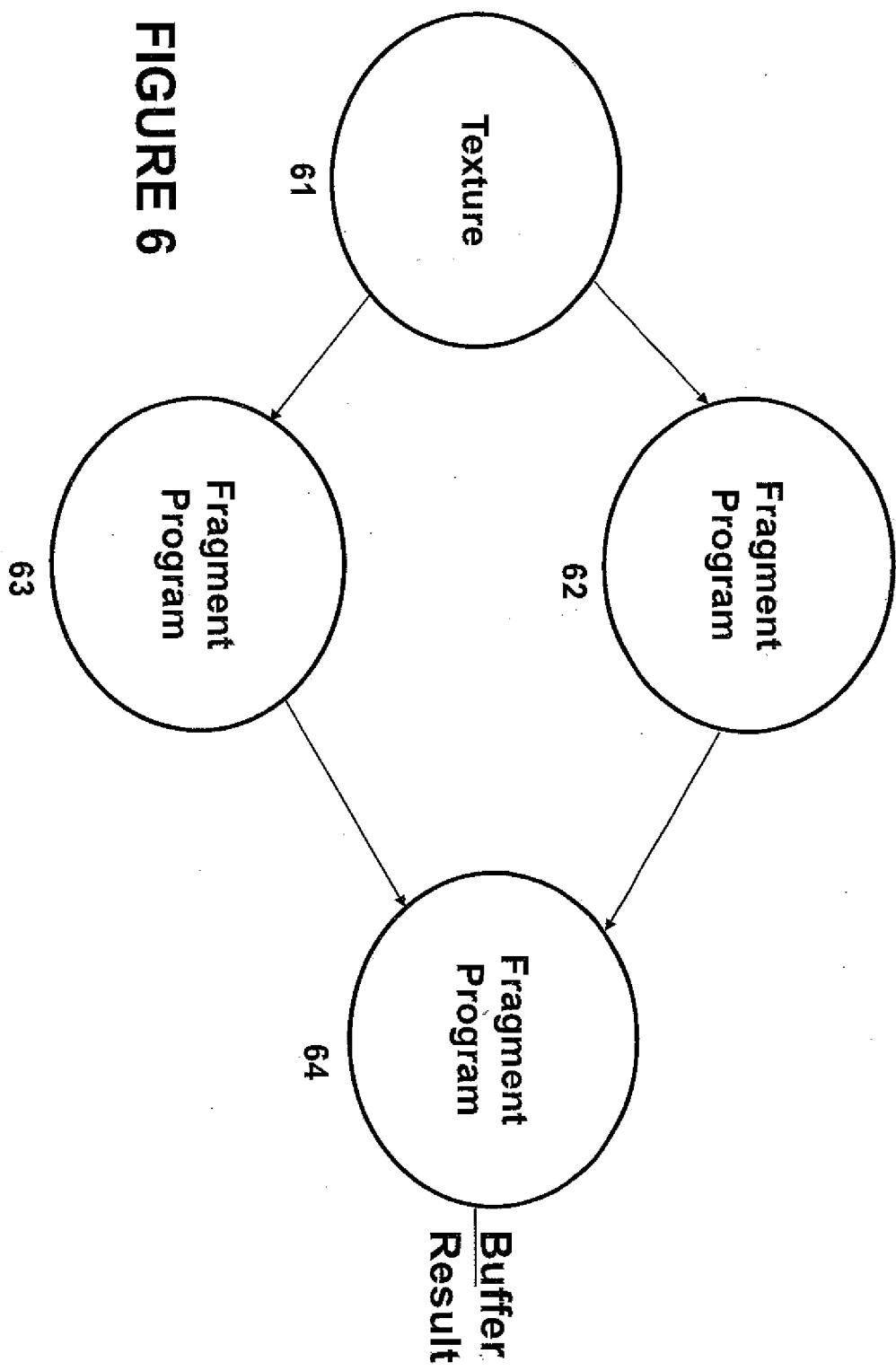
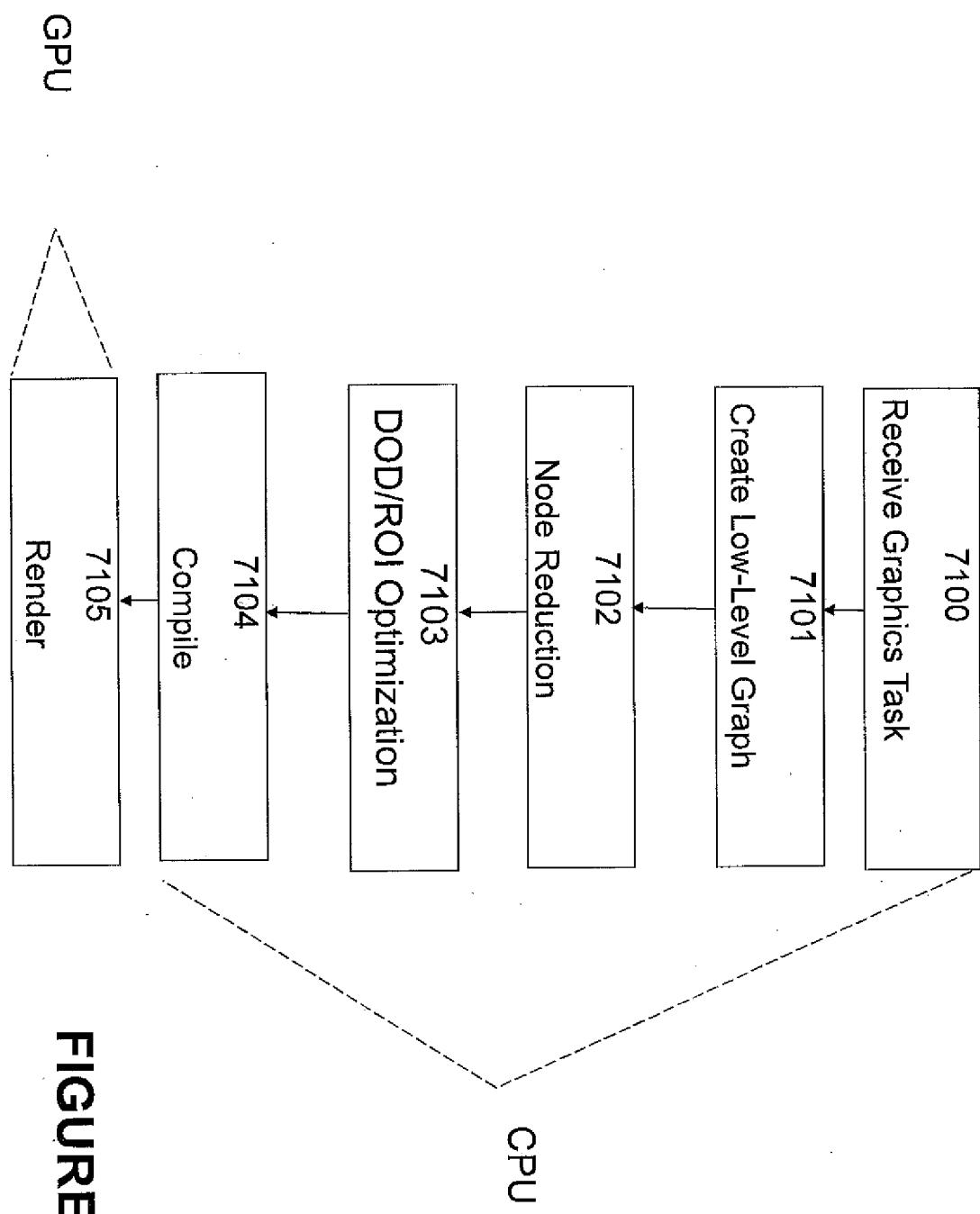
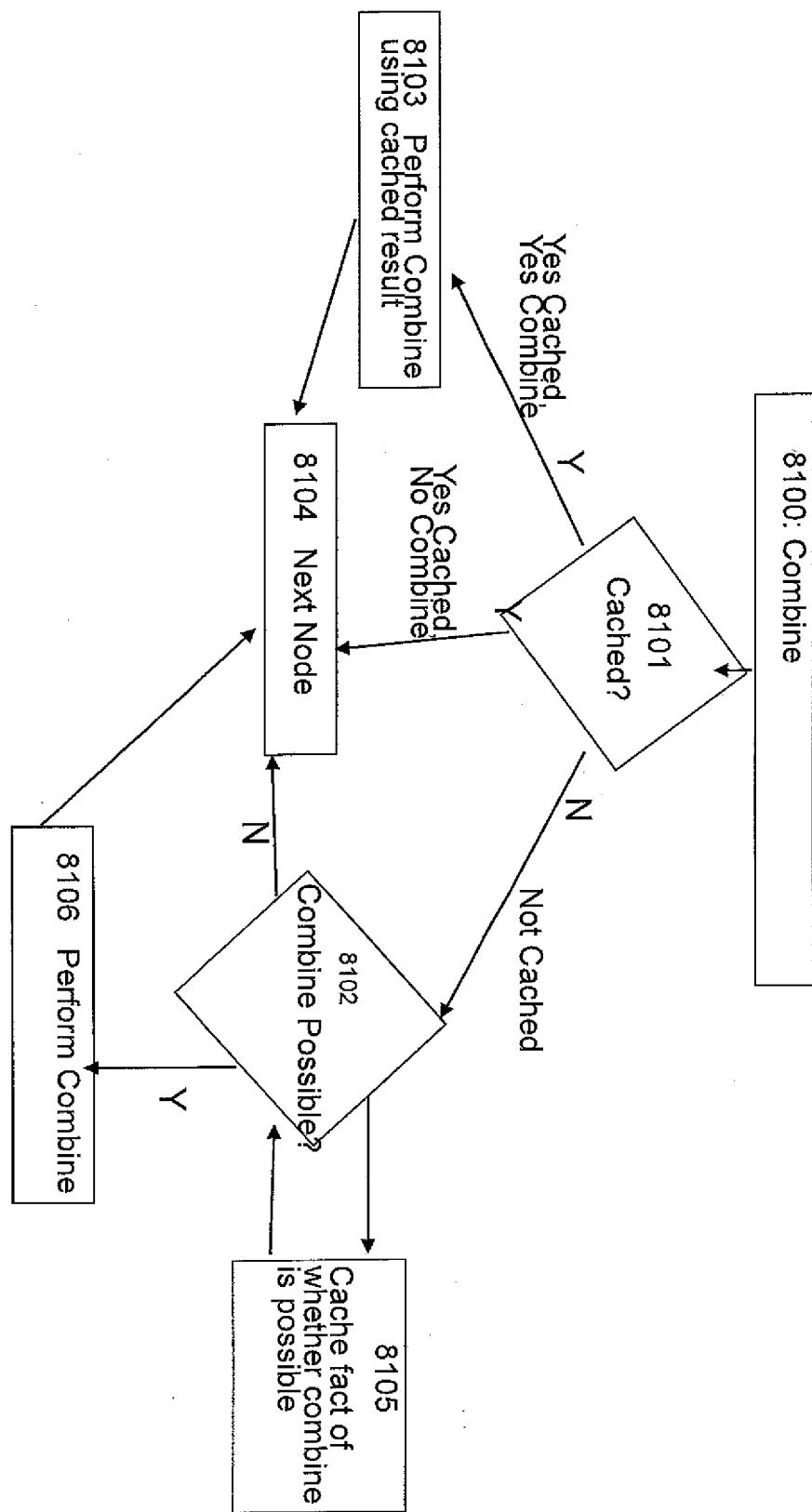
FIGURE 4

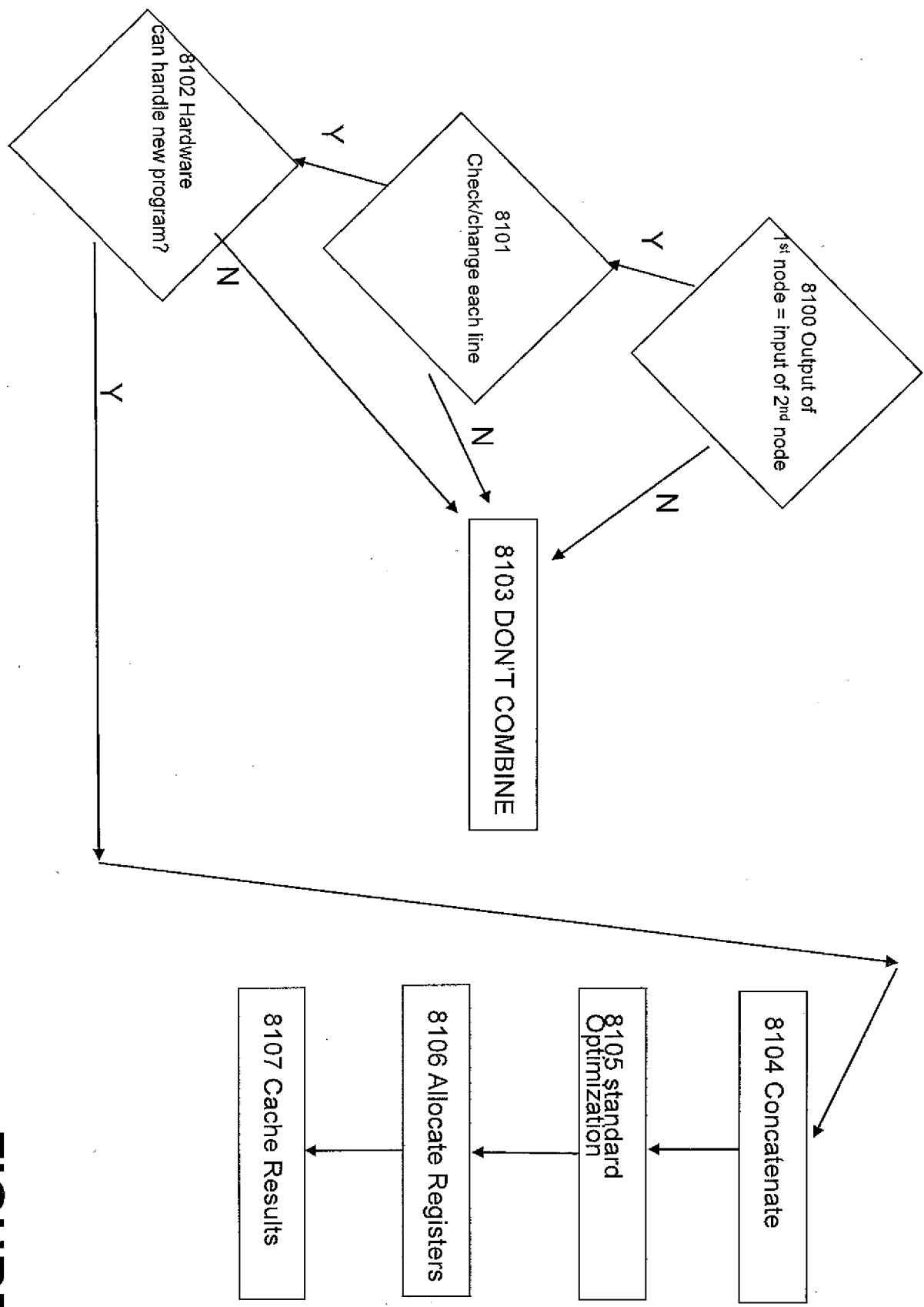
FIGURE 5**High-level Code Examples:**

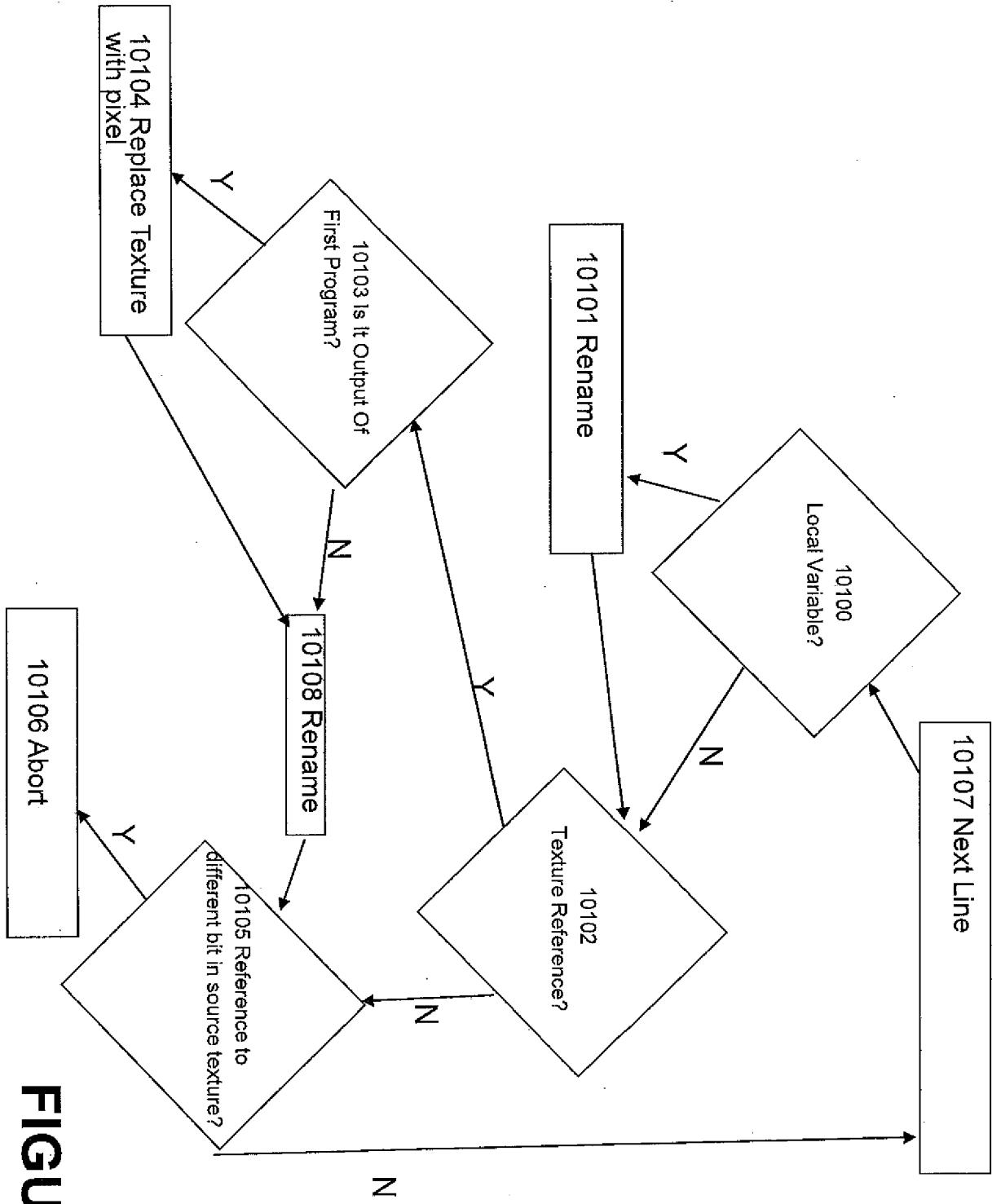
1. Allocate 51
2. Apply 52 to 51, parameters = (X, Y, Z, W), input = 51 (Sea Shore image), output = [place holder] CC sea shore
3. Apply 53, parameters (X, Y, Z, W), input = cc sea shore, output = [place holder] FC CC sea shore
4. Apply 54, parameters (X, Y, Z, W), input buffer 53, input Sea Shore image, output = [place holder] sea shore result

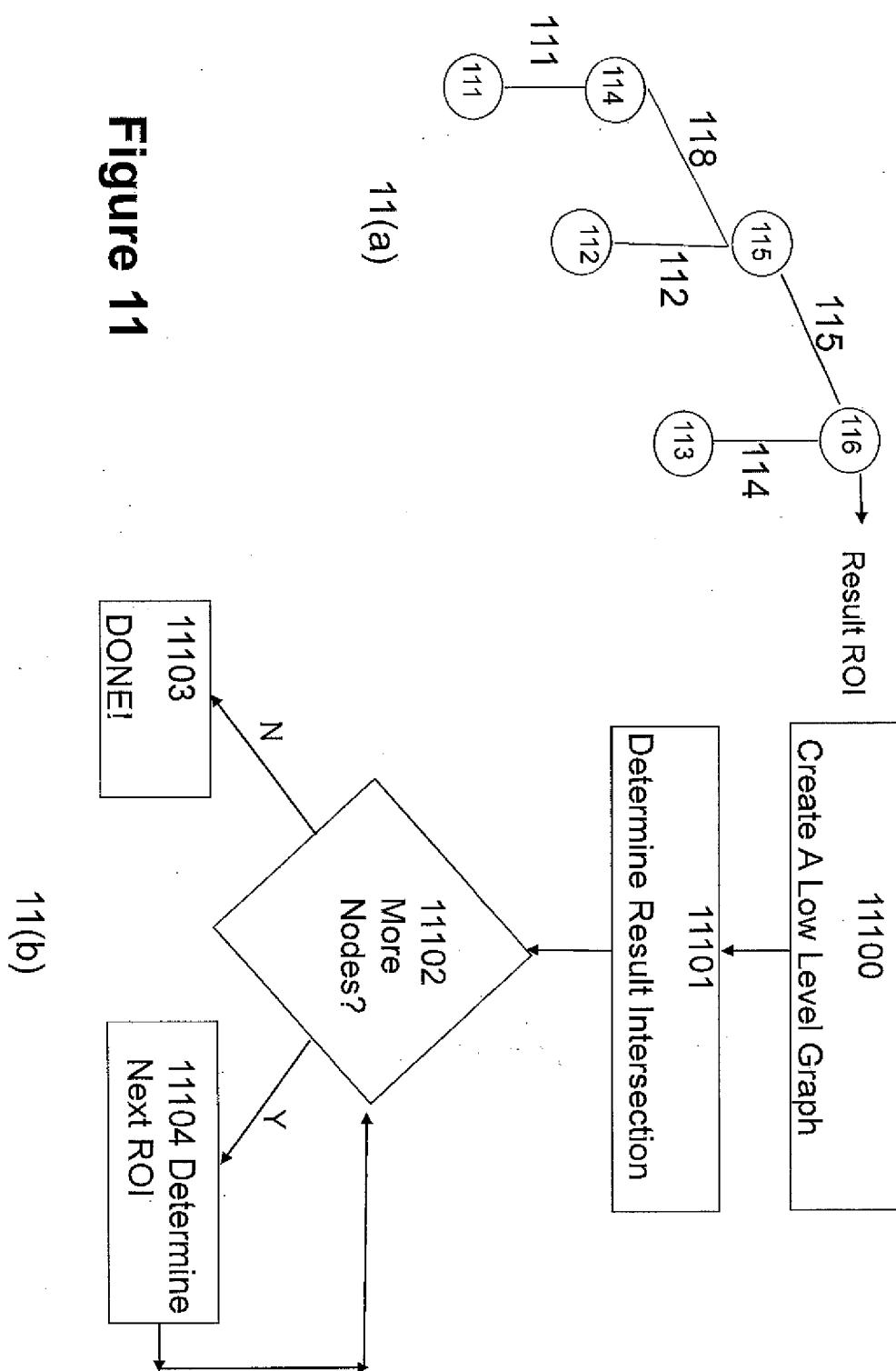
FIGURE 6

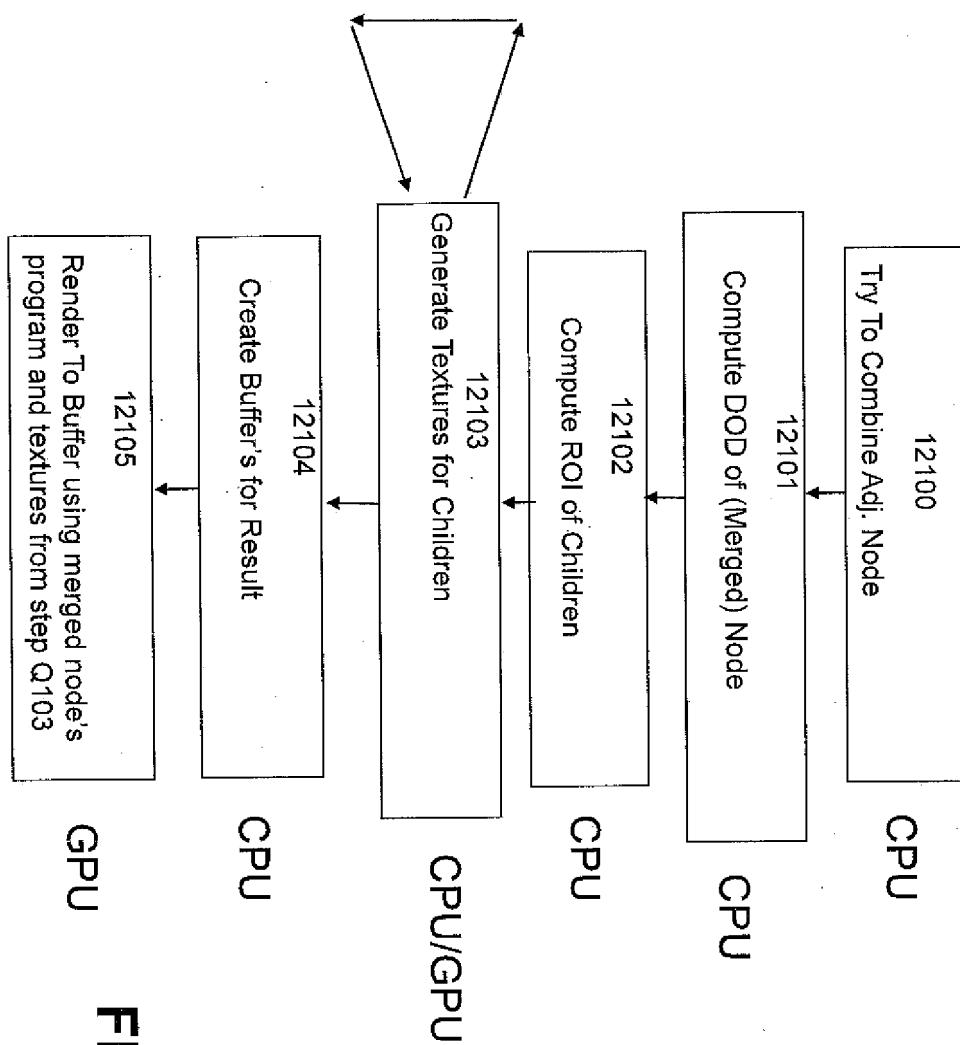
**FIGURE 7**

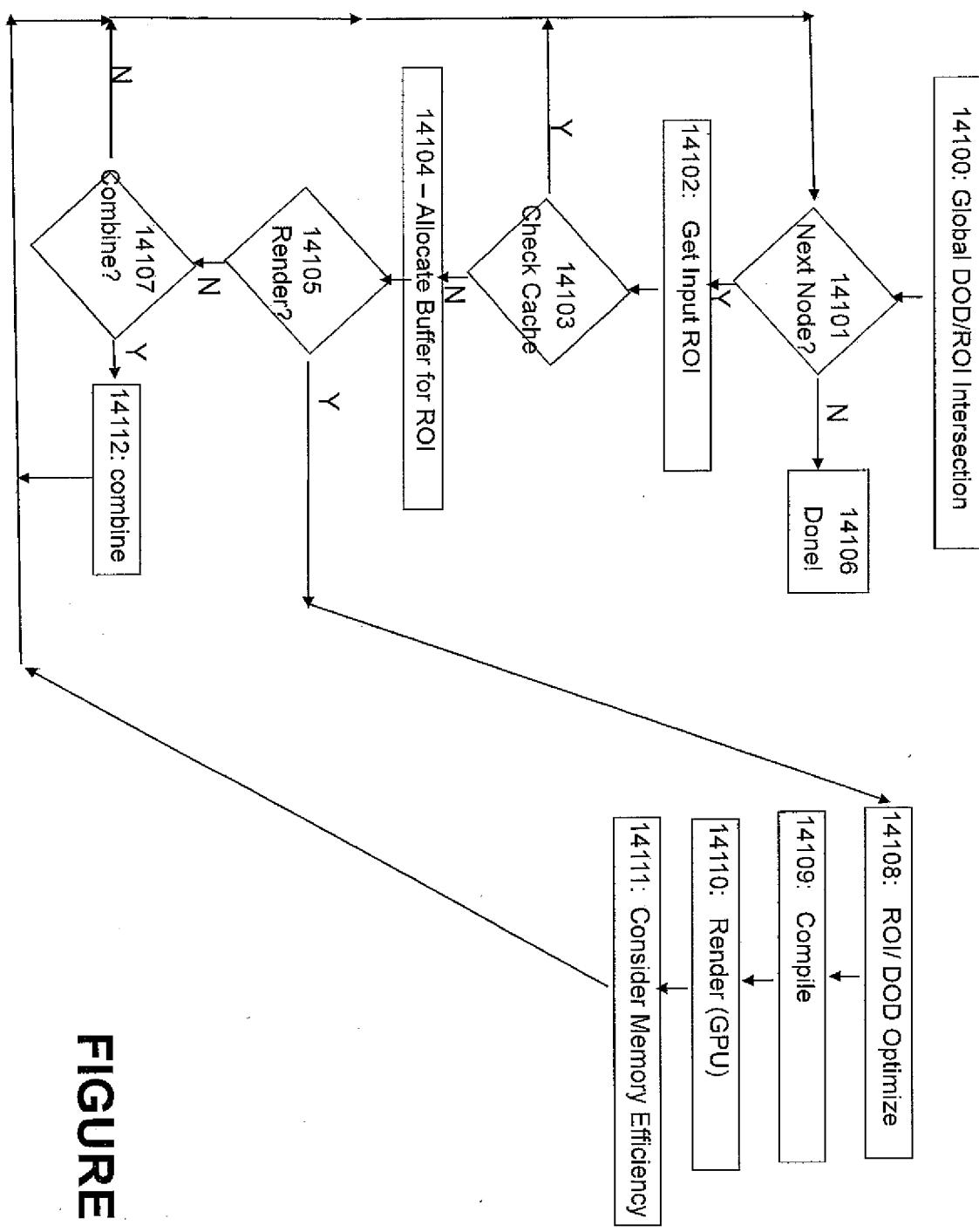
**FIGURE 8**

**FIGURE 9**

**FIGURE 10**



**FIGURE 12**

**FIGURE 14**

CPU	GPU
Time 1	Frame 1
Time 2	Frame 2
Time 3	Frame 3
Time 4	Frame 4
Time 5	Frame 5
Time 6	Frame 6
Time 7	Frame 7

FIGURE 15(a) & 15(b)

P1	P2	P3	P4
Time 1	Frame 1		
Time 2	Frame 2	Frame 1	
Time 3	Frame 3	Frame 2	Frame 1
Time 4	Frame 4	Frame 3	Frame 2
Time 5	Frame 5	Frame 4	Frame 3
Time 6	Frame 6	Frame 5	Frame 4
Time 7	Frame 7	Frame 6	Frame 5

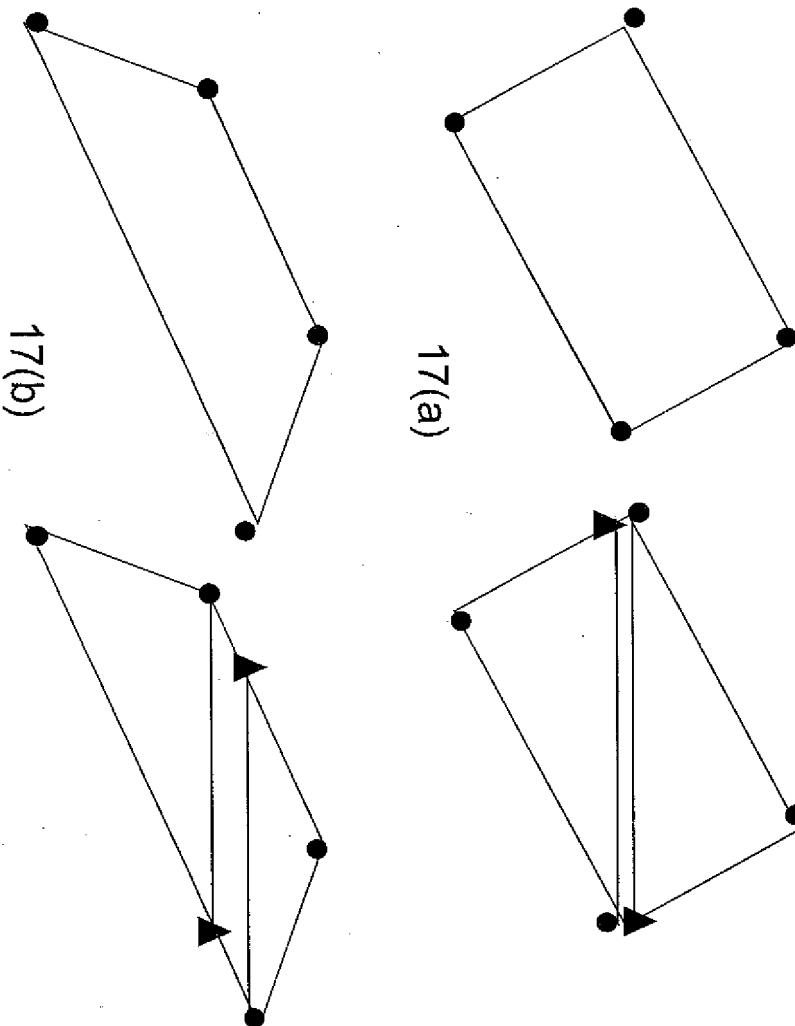
15(a)**15(b)**

Time 6	Frame 6	Frame 5	Frame 4	Frame 3
Time 7		Frame 6	Frame 5	Frame 4

	CPU	GPU
Time 1	Frame 1, effect 1	
Time 2	Frame 2, effect 1	Frame 1, effect 2
Time 3	Frame 1, effect 3	Frame 2, effect 2
Time 4	Frame 2, effect 3	Frame 1, effect 4
Time 5	Frame 3, effect 1	Frame 2, effect 4
Time 6	Frame 4, effect 1	Frame 3, effect 2
Time 7	Frame 3, effect 3	Frame 4, effect 2
Time 8	Frame 4, effect 3	Frame 3, effect 4
		Frame 4, effect 4

FIGURE 15(c)

15(c)



Figures 17(a) & 17(b)